

# HANGMAN EXTREME HALLOWEEN

C++ PROJECT



# MY OWN NOTES



## **Hangman Extreme Halloween Brief Background**



- Hangman Extreme Halloween is a guessing game for one player only. It is the updated version of Hangman Game with Halloween Effects. The word to guess is represented by a row of underscores, giving the number of letters and category of the word. If the guessing player suggests a letter which occurs in the word, the other player writes it in all its correct positions.

# MY OWN NOTES



## **Hangman Extreme Halloween Brief Background**

- If the suggested letter does not occur in the word, the other player draws one element of the hangman diagram as a tally . The game is over when the guessing player completes the word, or guesses the whole word correctly and the other player completes the diagram which is look like a hanging man.

*(Source: [www.wikipedia.com](http://www.wikipedia.com))*

# MY OWN NOTES



## **Hangman Extreme Halloween Brief Background**

- Hangman Extreme Halloween offers more difficult levels, entertaining sounds, animations and interactive designs. There are categories per level set in the program.

# MY OWN NOTES



- Our team has chosen Hangman Extreme Game because of its usability and interactivity. Hangman Extreme can be made in a short period of time with an assurance that it is free of bugs and it consists of efficient functions and logical analysis.

# MY OWN NOTES

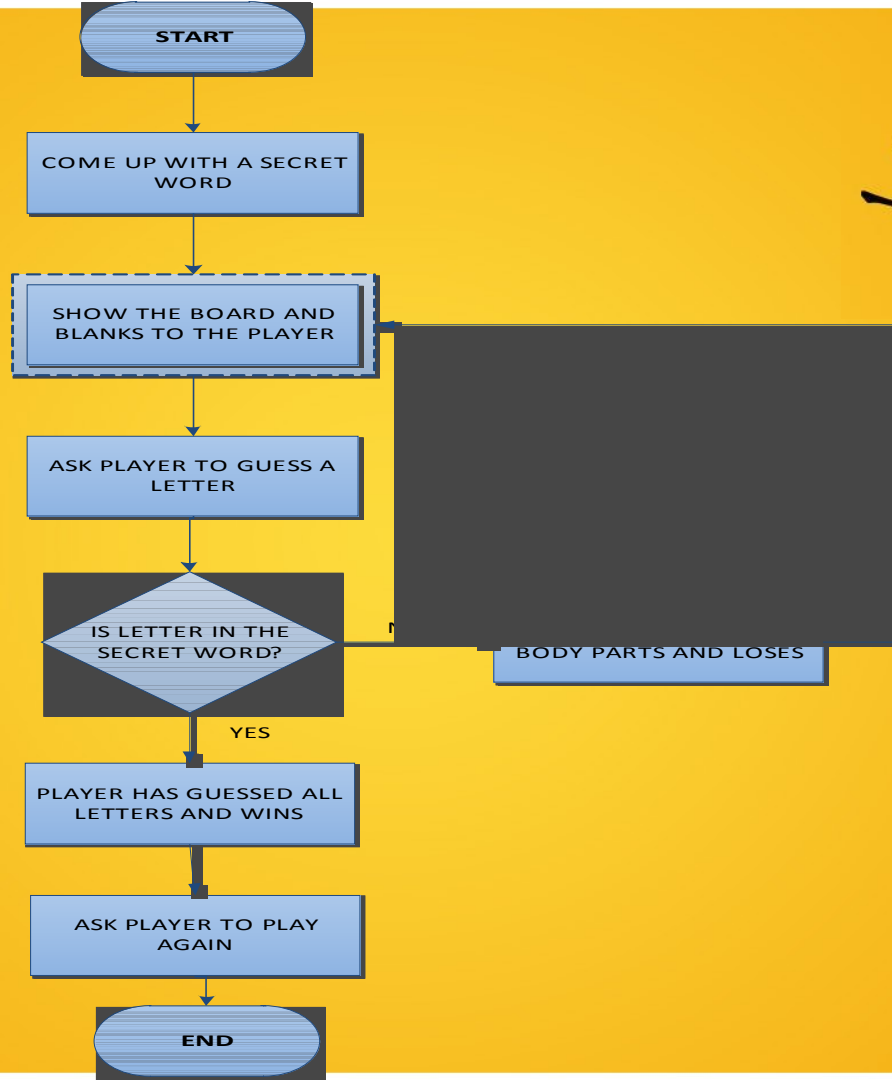


The **three projects** that the team will perform if they are going to do other C++ projects are the following:

- **Database:** Purchase Order System or Human Resources Information System
- **Community, Socio-Cultural Based Social Networking Site** namely, SocioCult
- **3D Game:** Fashion Expert, Make-up Kit, Advanced Diner Dash Edition

The projects listed above are in demand, useful and entertaining. It also provides continuous development for users and customer satisfaction.

# HANGMAN EXTREME FLOWCHART



# MY OWN DESIGN



## **SCOPE AND LIMITATIONS**

- Hangman Extreme Halloween Version is composed of three levels and Halloween sounds and effects
- The maximum capacity of letters is 10 per word only



# MY OWN DESIGN



## FUNCTIONALITY

- the system will choose a random word from the database
- then the system will ask the player to input any letter they want
- if the letter guessed is right, it will appear in the output box
- if the guessed letter is wrong, the specific number will decrease by 1.

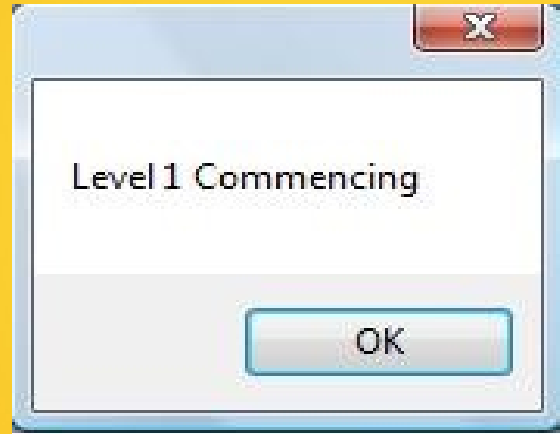
# MY OWN DESIGN



## **FUNCTIONALITY (continued)**

- if the player consumes the maximum allowable tries, the game is over
- then, the player will choose if they want to start the game again or exit application
- the player has to complete three levels
- if the player has accomplished all levels, the player wins

# MY OWN DESIGN



**LEVEL 1 ICON**

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**SPLASH SCREEN SCREENSHOT**

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**GAME OVER SCREENSHOT**

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MAIN INTERFACE SCREENSHOT

# MY OWN CODE



## TARGET TECHNOLOGY

**Game Development** – the software development process by which a video game is developed. Games are developed as a creative outlet and to generate outlet and maximize profit.

Game development, production or design is a process that starts from an idea or concept. Often the idea is based on a modification of an existing game concept

*(Source: [www.wikipedia.com](http://www.wikipedia.com))*



# MY OWN CODE



Sample Codes:

```
namespace HangmanTestInputString {  
  
    using namespace System;  
    using namespace System::ComponentModel;  
    using namespace System::Collections;  
    using namespace System::Windows::Forms;  
    using namespace System::Data;  
    using namespace System::Drawing;  
  
    public ref class Form1 : public System::Windows::Forms::Form  
    private: System::Windows::Forms::Button^ button22;  
        private: System::Windows::Forms::Button^ button27;  
        private: System::Windows::Forms::Button^ button14;  
        private: System::Windows::Forms::Label^ GameLost;  
        private: System::Windows::Forms::TextBox^ txtBox6;  
        private: System::Windows::Forms::Button^ button18;  
        private: System::Windows::Forms::Button^ button15;
```



# Thank You!

The Developers/Presenters:

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